

TO THE END OF TIME



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PROLOGUE

TAKING D&D TO THE LIMIT

Epic-level D&D is, well, epic. By the time characters are approaching the level cap they become capable of more and more incredible feats, and though 5th edition has scaled things down somewhat the party still begins to function on a level far removed from that of normal men and women.

Barbarians will be capable of wrestling giants, Monks will leap to the rooftops in a single bound, Rangers become capable of taking down a battalion of Orcs in a single flurry of blows and Wizards tear apart space and time on a whim.

In short, it's something that every gamer should get to play around with at least once.

However, this is something that most groups struggle to achieve. It's comparatively rare for a campaign to reach beyond level seven or so, and even long-term games tend to reach some sort of conclusion in the mid-teens.

Most committed players have some sort of idealized character hanging round in the back of their head, designed to take advantage of all the abilities on offer when you get 20 levels under your belt, but they rarely get to use them.

Which is where *To the End of Time* comes in.

WHAT IS THIS ADVENTURE?

This one-shot is designed to give players a taste of epic level adventuring without the need for two years of campaigning first. It can be completed in a single long session, or two or three shorter ones and should be relatively straightforward to run.

The players get to pick from pre-generated epic-level heroes (downloadable free from winghornpress.com) or create their own, complete with backstories of valor and adventure. At the very moment of their death, these titanic heroes are plucked from their own time by a powerful angel and tasked with saving the world - and possibly much more besides - one last time.

A WORD OF WARNING...

Running epic-level games can be tricky for both the players and the DM. Everybody has a huge array of options both in and out of combat, and some high levels spells that can completely change the game.

For this reason, this adventure is one best attempted by fairly experienced groups, who are able to handle the volume of attacks, lightning bolts and explosions emitted by their characters.

At the same time, the DM will need to be a little more prepared than usual. Running a game at this level requires you to be able to think on your feet, as characters will be capable of feats that can suddenly take the adventure in an entirely unexpected direction. Even the greatest DMs in the world can be a little flummoxed when the Wizard decides that an Arcane Gate sounds like a better idea than actually fighting the dragon blocking their path.

Pushing back against this and trying to put the adventure 'back on track' is a natural response, but one that you should probably ignore. Your players are going to be incredibly powerful, and that's at least half of the appeal of this scenario.

Good luck!

Tempani, a former ally of their benefactor, has lost her mind in the wake of a voyage to the reality-twisting shores of the Far Realms. She has launched a plan that she claims will save the material plane from its insidious tendrils, but exactly how effective this will be and how catastrophic its side effects is yet to become clear...

Over the course of their adventure the party will encounter all manner of powerful creatures far beyond the reach of regular adventurers, and face tasks that would leave even stout-hearted heroes dumbstruck.

So sit down and grab some dice... it's going to be a long night.

PART ONE: THE WHITE TOWER AND THE BLACK LAKE

THE TOWER OF TIME

The adventurers wake up on the floor of a large, airy room with polished oak floors and a high vaulted ceiling.

The walls are lined with shelves that hold a huge number of books, as well as an array of timekeeping devices – hourglasses, sundials, candles, etc. Tall windows let in bright sunlight and show a view of wild mountain peaks.

However, as the adventurers look around them they will notice signs of fighting. Some shelves are cloven in two by enormous slashes, others are scorched and blackened as if exposed to an intense fire. Torn pages litter the floor and shattered glass twinkles among the piles of sand that used to be hourglasses, while the slumped forms of humanoids wearing bloodstained robes lie against walls or sprawl on the floor.

An incredibly tall, well-muscled humanoid with lustrous green skin is sitting on the floor within a ring

WHAT DO I REMEMBER?

Each of the adventurers was ripped from their own timeline at the very instant before their death.

Their last memory may be that of leaping from a Pegasus onto the back of an Ancient Red Dragon with sword in hand, then seeing the ground rush towards them as they buried their bade in its neck.

Maybe it was of the dread Lich screaming as their phylactery shattered beneath the hero's hammer, and then raising a single finger to point at them...

Work with your players to create 'final' battles that were sufficiently epic and – hopefully – didn't leave them with too much unfinished business.

of arcane sigils. He is clutching at a deep wound in his side and torn white wings hang limply from his back.

In a deep, resonant voice the being introduces himself as **Ahmzael**, a Planetar – a type of angel – of Oghma and asks the adventurers about the last thing they remember.

INTERVIEW WITH AN ANGEL

Ahmzael explains that he used Chronomancy, a highly forbidden magic, to rip them from the very moments of their death. He desperately needed help from legendary heroes, but the magic is so incredibly dangerous that even having mortals know it exists is incredibly dangerous.

Cautiously, the angel adds that the spell he is channelling is only keeping them in the current time-frame temporarily. When it inevitably fails, they will be sent back to their correct time, where they will die.

This is completely unavoidable, he claims (truthfully). He adds that they are not the only doomed ones in this scenario – his use of Chronomancy is strictly forbidden, even to one as powerful as himself. For his transgressions he will be completely destroyed, without even the promise of an afterlife.

Rather than save themselves, Ahmzael asks that the heroes help him to save the entire world. In return, before he is destroyed he will grant them one boon – blessing descendants, creating statues, etc.

The angel will reveal the following information:

- This is a mountaintop shrine to Oghma, where high-ranking Clerics and Celestials study history and Chronomancy.
- A few hours ago the shrine was attacked by a former friend of Ahmzael's – a Solar named **Tempani**. She is one of the 24 most powerful angels in creation and is at the forefront of staving off incursions from the Far Realms.

- She appeared at the shrine unannounced, accompanied with dozens of lesser angels. Her blazing sword was stained an inky black and her magnificent robes were stained and torn. From the moment he saw her, eyes Ahmzael knew that madness had overcome her.
- Tempani and her angels demanded that the shrine's inhabitants turn over all they knew about Chronomancy and assist her in a project that she claimed would 'prevent the Far Realms from destroying everything'. However, Ahmzael fears that her plans will likely cause huge damage to the world, or render it completely unrecognisable as timelines change and paradoxes are erased.
- When they refused, she killed all those who opposed her, taking what she wanted and abducting those that possessed skills she needed. She fought Ahmzael herself, cutting him down with her greatsword and leaving him for dead.
- He believes that Tempani has retreated to a temple devoted to studying the Far Realms, based in the Underdark. There is a teleportation circle set up that he can send them to.

He will beg the party to defeat his old friend and stop her mad plans. If they fail, everything they worked for throughout their lives will be for naught.

Should the adventurers agree to help, he will thank them profusely and provide them with three Wonderous Hourglasses, explaining how they function. He will then raise his hand and begin incanting a teleportation spell.

WONDEROUS HOURGLASS

Wonderous item (legendary)

This wooden hourglass appears to be filled with golden sand that never runs out. When it is smashed, time seems to stop for all creatures within a 20 ft. radius.

This time stop lasts for exactly one hour, allowing creatures to gain the benefits of a short rest.

THE BLACK LAKE

The bright lights of the shrine fade as you feel the strange rushing sensation of teleportation magic. Suddenly, the pressure disappears and you feel the rush of cool air on your skin as you emerge into reality once more.

As you pull away from your fellow adventurers and take stock of your surroundings, you see that you're on the shore of a great subterranean lake. The inky blackness of the cavern is broken only by a phosphorescent purple glow that shimmers across the surface of the water.

On the far side of the lake the cavern walls close in, and right at the point where they meet is what appears to be a temple, barely visible in the wavering light.

The adventurers have emerged from the teleportation spell on the southern edge of the lake and stand within a teleportation circle etched into sandy stone.

The lake is roughly 800 ft. across and is ice-cold, though not otherwise dangerous. The glow is being caused by luminescent bacteria in the water, rather than magic. The entire far side of the lake, as well as the temple, is protected by a Forbiddance spell, making teleportation there impossible.

If they look around, they will notice a path leading to a jetty by the waterside. A large bell stands by the jetty and a rowboat is tied up to its moorings. A human wearing robes embroidered with the scroll symbol of Oghma lies dead in the boat with a deep gash across his chest.

FRIENDS AND FOES

As the adventurers approach the jetty a slash of bright purple light will rip through a stretch of air above the lake some 300 ft. away from the party.

Moments later, four or five humanoid creatures will emerge from the rip and float above the water, heading for the temple.

A DC15 Wisdom (Perception) check will allow adventurers to identify the creatures as Mindflayers. As they do so, a trio of large, winged shapes descend from the roof of the cavern and attack the

Mindflayers, firing jets of flame and ice and tearing into them with claws.

Adventurers that were able to make out the Mindflayers will easily be able to see that the attackers are a trio of **Young Brass Dragons** (*MM p115*). Within a matter of moments they destroy the otherworldly humanoids and return to patrolling the air.

The dragons will spot any creature crossing the lake that isn't invisible. Those that are underwater can make Dexterity (Stealth) checks opposed by the dragons' Wisdom (Perception) checks.

Should the dragons spot the adventurers they will swoop to within 60 ft. or so of them and demand that they identify themselves. They can clearly see that the adventurers are not beings of the Far Realms and will not attack on sight, but have been ordered not to let anybody or anything pass by their watch.

If the adventurers react peacefully, the dragons will introduce themselves as **Balana**, **Baneri** and **Belanino**, the children of the Great Lantura. Their mother owed a great debt to Tempani from ages long passed and they could not refuse the Angel's call when she asked them to guard the lake against incursions.

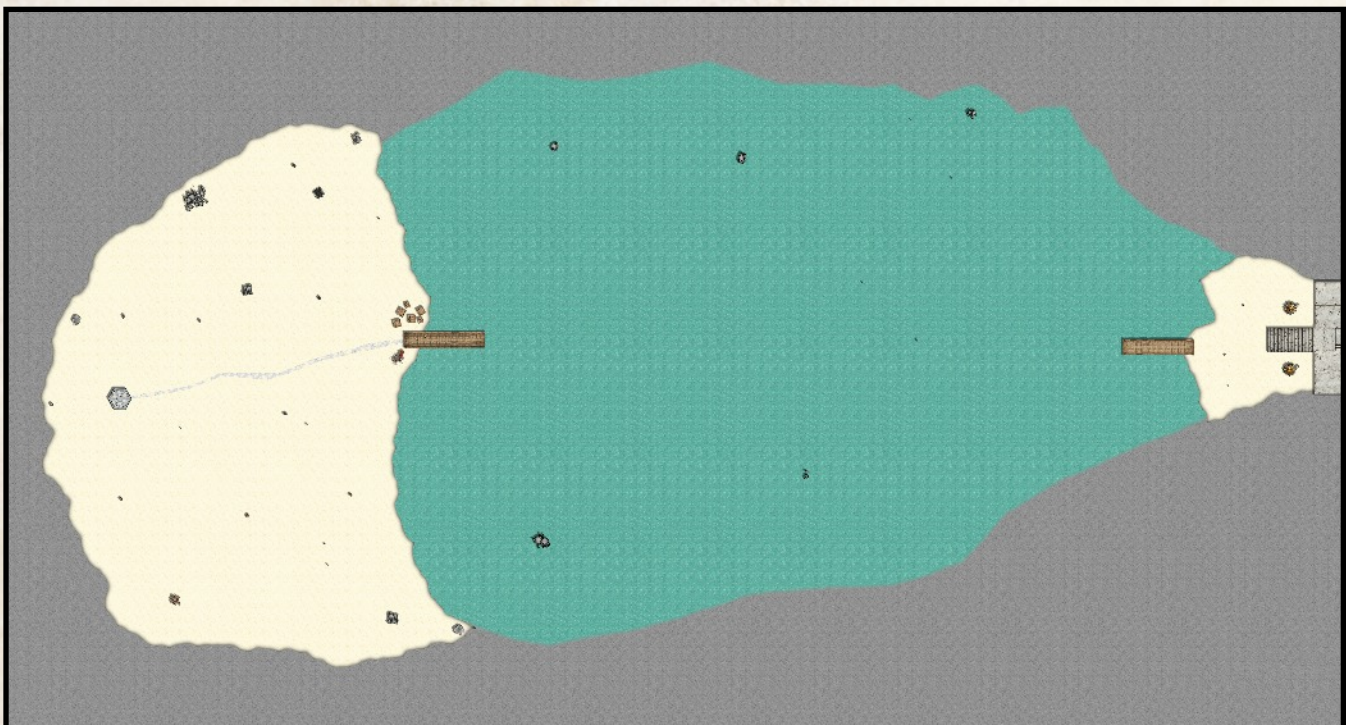
They do not know what Tempani is doing, but have faith in her intentions. All they know is that the temple has long been a bastion of research against the Far Realms, carried out by disciples of Oghma. They were summoned here around a day ago and there have been fairly regular incursions from Mindflayers and other creatures of the Far Realms since then.

Persuading the dragons to let the adventurers' pass will require a DC25 Charisma (Persuasion or Deception) check. Virtually nothing short of a miracle will persuade the dragons to turn on the Solar, even if they doubt her methods.

Should they try and pass the dragons anyway or make it clear that they mean to oppose Tempani without providing them with a good reason, the trio will attack. If needs be, they will fight to the death to pay off their mother's debt to the Solar.

On the far side of the lake it becomes clear that the temple is built into the cavern walls. A wide staircase climbs up to a great stone door that marks the entrance to the Hidden Temple.

BLACK LAKE MAP



PART TWO: THE HIDDEN TEMPLE

1. CHAPEL

A large room with high ceilings held up by thick pillars of grey stone opens up before you. Wooden pews stand either side of an aisle that runs up to stone altar carved with a scroll, behind which stands a beautiful statue of an angelic woman. Smaller doors lead off from the left and right of the room and a staircase to the rear heads downwards.

All around lie the same signs of violence you saw back at the shrine. Blood spatters the floor and splintered wood shows where heavy blades tore pews apart.

A white-robed Elf with a bloody bandage pulled tight across his eyes is praying at the altar. Standing guard over him are three Angelic figures, tall and powerful but with a strange air of sickness. Their skin is deathly pale and the orbs of their eyes are a black void.

The Elf is Tempani's lieutenant, a high-level Cleric of Oghma named **Shinoh**, while the angelic figures are **Corrupted Deva**.

If he notices the adventurers, Shinoh will comment that the dragons have not performed as expected. He will introduce himself and ask where the adventurers have come from, as they clearly did not stumble across the Hidden Temple by accident.

He explains that Tempani's plan is the only way to protect this plane from the Far Realms, and that only a fool would oppose her. If they understood the horrors of that place as well as he did, they would agree.

Should it become obvious that the adventurers are intent on disrupting Tempani's plans, he will order the Deva to attack. The Angels will try and protect the Cleric while he casts his most powerful spells from behind the altar.

CORRUPTED DEVA

Medium celestial, lawful evil

Armor Class 17 (natural armor)

Hit Points 100 (16d8 + 48)

Speed 30 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	14 (+2)	18 (+4)	20 (+5)

Saving Throws Wis +8, Cha +9

Skills Perception +8. Intimidation +9

Damage Resistances psychic, bludgeoning, piercing and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened,

Senses darkvision 120 ft., passive Perception 18

Languages all, telepathy 120 ft.

Challenge 10 (5,900 xp)

Corrupted Weapons. The Corrupted Deva's weapon attacks are magical. When the Corrupted Deva hits with any weapon, the weapon deals an extra 4d8 psychic damage (included in the attack).

Innate Spellcasting. The Corrupted Deva's spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring only verbal components:

At will: Command

1/day each: Tasha's Hideous Laughter, Evard's Black Tentacles.

Magic Resistance. The deva has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The Corrupted Deva makes two melee attacks.

Iron Mace. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage, plus 18 (4d8) psychic damage.

Mind Rend. The Corrupted Deva links its warped mind with that of one creature within 30 ft. The target must make a DC 17 Charisma save or be stunned until the end of their next turn. If they fail this check by 5 or more they also take 27 (6d8) psychic damage.

SHINOH

Medium humanoid (elf), lawful evil

Armor Class 16 (breastplate)

Hit Points 75 (10d10 + 20)

Speed 35 ft..

STR DEXCON INT WIS CHA
12 (+1) 14 (+2) 15 (+2) 18 (+4) 20 (+5) 17 (+3)

Saving Throws Wis +7, Cha +7

Skills Perception +9. Religion +8

Senses blindsight 120 ft. (blind beyond this distance), passive Perception 8

Languages all, telepathy 120 ft.

Challenge 10 (5,900 xp)

Spellcasting. Shinoh is an 11th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks), He has the following cleric spells prepared:

Cantrips (at will): mending, sacred flame, thaumaturgy

1st level (4 slots): bane, command, cure wounds,

2nd level (3 slots): calm emotions, hold person

3rd level (3 slots): bestow curse, dispel magic

4th level (3 slots): banishment, divination

5th level (2 slots): legend lore, geas

6th level (1 slot): harm:

ACTIONS

Mace. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 1) bludgeoning damage..

2. HALLWAY & WORKROOM

The stone door opens to reveal a short corridor. To the left is another door, while a steep set of stairs heads off to the right.

Directly in front of you, however, is an open doorway through which you can see a badly-injured Angelic figure lying within a glowing circle of magical light. Her leg is badly twisted and torn and blood stains her robes, but she appears to still be alive.

The angelic figure is Liari, a **Deva** (MM p16). She is protected by a *Magic Circle* spell. If the adventurers approach openly or speak to her she will recognise that they are not creatures of Tempani and will beseech them for aid.

The room she lies in is the temple's workroom. Bookshelves stuffed with lore on the Far Realms line the far wall and tables covered with alchemical apparatus or notes take up much of the rest of the floorspace. There are signs of violence here too - bloodstains and torn papers litter the floor.

Liari will explain that she and some of the others who worked at the temple did not approve of Tempani's plans. When they refused to be exposed to 'the truth', as Tempani called it, they were murdered. She was able to survive by casting a spell of protection. As she was already badly injured and unlikely to pose any threat, the Corrupted Deva decided that killing her was more effort than it was worth.

She has 1 hp and her movement is reduced to 5 ft. Healing her to at least half health (68 hp) removes this restriction.

Over the course of a conversation she may reveal the following information:

- Tempani has been a strong force for good in the world for as long as anybody can remember. She has been particularly focused on overcoming threats posed by creatures from the Far Realms, and has been working with the faithful of Oghma for centuries to collect knowledge and information on the foul aberrations.
- The Hidden Temple was established to carry out research. Just behind the temple is a vast cavern where the barriers between the material plane and the Far Realms are incredibly thin. After centuries of observing the things that came through, Tempani recently launched an expedition to personally explore what lay on the other side.
- Tempani and the Deva that accompanied her on her journey returned safely, but something they had seen changed them. They were driven to a strange, focussed madness. Tempani announced that she now had a plan that was "the only way to

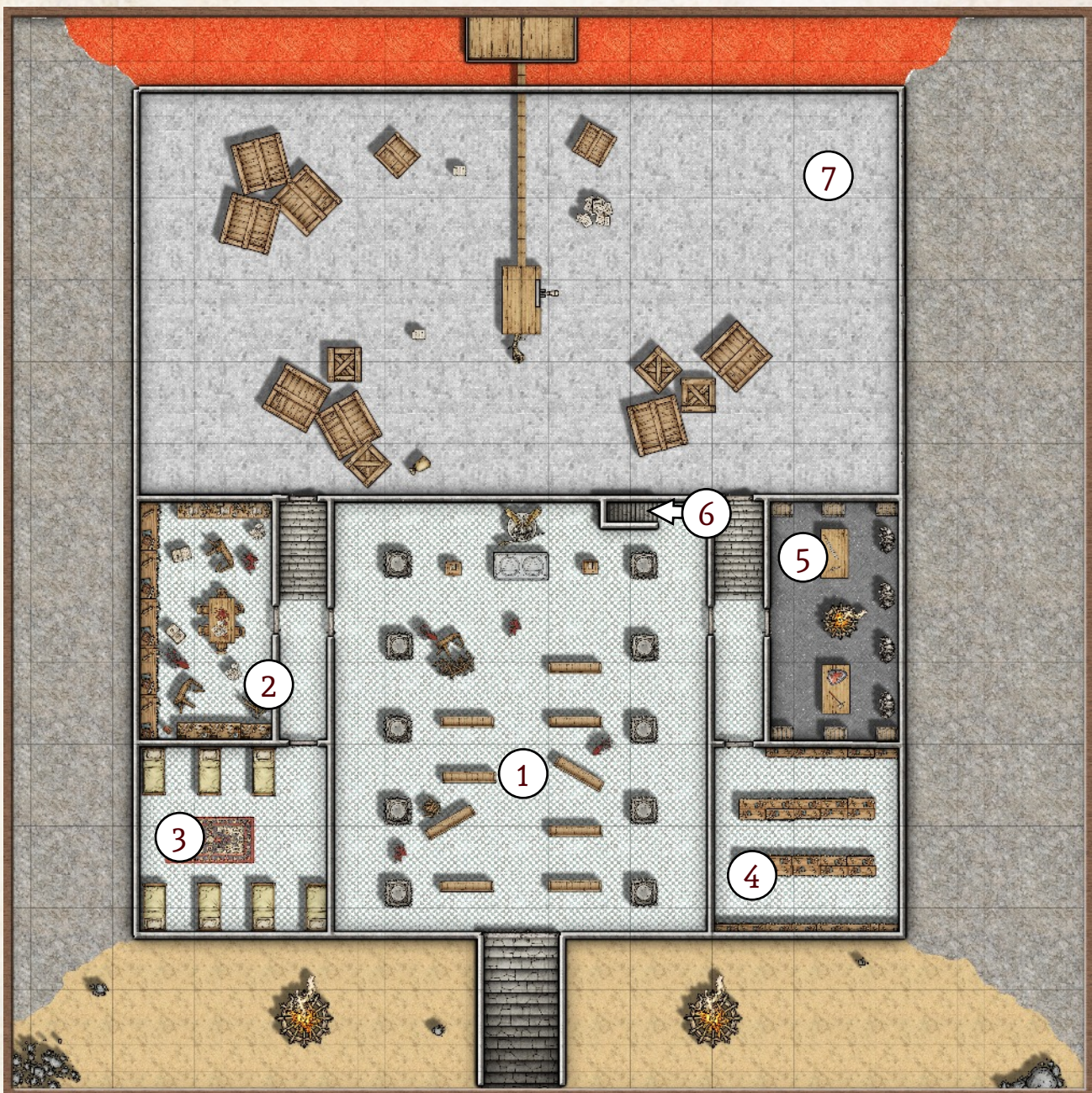
keep the Far Realms from dominating all the planes of existence.”

- The Deva that still trusted Tempani were taken through the portal to the Far Realms and returned just as corrupted and mad as she was. Those that did not - bar herself - were slain.

- As far as Liari has been able to work out, Tempani plans to use forbidden magics to interfere with the flow of time, though she has no idea how this ties into her campaign against the Far Realms. Chronomancy is incredibly dangerous, with even small changes potentially having devastating consequences.

- The stairs lead to the observation deck which overlooks the rift into the Far Realms. When they were arranging the first expedition Tempani and her team tethered a line between the temple and the platform they intended to push through the rift. They then hung a gondola from the line which makes it easy to transport people and equipment to the platform.

If healed up, Liari will volunteer to help the adventurers, joining them as an NPC ally. She urges them to hurry and do what they can to stop Tempani before it's too late.



3. DORMITORY

A half dozen or so plain beds with chests at their base fill this fairly small room.

Tiny windows look out over the lake and lend a strange flickering light to the dormitory, but beyond that everything is still.

There are personal effects scattered about the room, but beyond clothes and a few books there is nothing of particular use or interest.

4. HALLWAY & LIBRARY

The stone door opens to reveal a short corridor. Another door lies directly in front of you and to the left a wide set of stairs lead upwards. To your right is an open door that seems to lead into a library of sorts.

As you all filter into the corridor a strange, alien voice enters your minds, speaking without the use of any sound.

“Outsiders... You do not serve... the winged one?” it says.

The voice belongs to **Klath**, a **Mindflayer Arcanist** (MM p232). He has cast *Invisibility* on himself, but is badly injured and is hiding in the library. When the adventurers arrive he only has 21 hp.

Klath will attempt to gauge the adventurers' intentions while keeping himself hidden. He does not like to communicate with 'lesser' creatures, but will do so in the face of the threat Tempani poses. During the early stages of conversation the Mind Flayer will attempt to keep his identity hidden, but suspicious adventurers can make a DC15 Intelligence (Arcana) check to work out his race.

Over the course of a conversation, Klath might explain that:

- Magic users are usually shunned by Mind Flayer colonies, but Klath was freed from servitude in order to provide support to an attack force sent to the temple a few hours earlier. His brethren were wiped out by the angelic defenders, but he managed to hide.
- The Elder Brain of his colony has been aware of Tempani's work for some time and has been slowly finding ways to spy upon her. When it

caught wind of her plans it began arranging an all-out attack, even making the near-unprecedented move of asking for aid from other colonies.

- Their assault has been hampered by the power of the wards surrounding the temple. Gaining access directly is impossible, and teleportation has been severely disrupted. The Mindflayers have only been able to attack in small groups and are easily mopped up piecemeal.
- If the party is able to find a way to disrupt the wards blocking teleportation, he will be able to call in reinforcements that will at the very least distract the angelic forces.
- Wards this strong probably require constant attention. Their source is probably near the centre of the temple. Considering its importance, it's probably kept in sight of quite a few angels.

He is willing to accompany the party and provide them aid, so long as they heal him first.

5. ARMORY

Before you is a blocky, windowless room with slabs of plain grey stone on the floor and ceiling. The walls, however, glitter and shine. Silver light dances off dozens, maybe hundreds of weapons that hang from racks and rest against plain wooden stands.

The only other furniture is a blackened anvil, behind which sits a tall figure seemingly made of gleaming steel. It appears hard at work attending to a sword, which glows white-hot as the creature slowly moves its palm across the blade.

As the door swings open the metallic blacksmith looks up at you with eyes that glow like embers. “May I help you?” it says.

The mechanical creature is known only as **The Armorer**, which uses the statistics of an **Iron Golem** (MM p170). It manages the stock of weapons kept in the temple, ensuring that they are always properly maintained and distributed when needed.

The stockpile of weapons is truly impressive. There are +3 *Magical Weapon* variations of every simple and martial weapon listed in the *Player's Handbook*, as well as a *Holy Avenger Longsword*, a *Mace of Smiting*, an *Oathbow*, a *Sunblade* and a *Greatsword of Sharpness*.



BARRIER BREAKERS

If the adventurers deactivate the barriers several things will happen. First of all, the party themselves will be able to use teleportation spells in and around the temple. Secondly, the area will start to be invaded by Mindflayers and their allies.

This will not happen right away as the creatures do not know that the barrier is down, but after a few minutes they will start a full-scale assault. This attack may come shortly after the party make their way onto the Observation Deck, or it may already be underway if the adventurers took their time exploring the area. Naturally, this will dramatically change the description of the area.

Should the party be accompanied by Klath, or tell him that the wards have been lowered, he will be able to psychically contact his colony and coordinate an attack alongside the party - assuming they're willing to work with the Mindflayers.

The Mind Flayer attack force consists of 25 **Mind Flayers** and 30 enthralled **Quaggoths** (MM p256). The Mindflayers will emerge from portals in mid-air, while the ground troops will appear on the decking. If you have access to *Volo's Guide to Monsters*, replace two of the Mind Flayers with **Ulitharids** (VGtM p175).

However, these weapons are all kept behind invisible *Walls of Force* controlled by the Armorer.

The divinely-powered automaton only allows authorised persons access weapons. Low- to mid-level angels such as Liari are allowed to take normal enchanted weapons, but if the adventurers want access to the named weapons they must have approval from a particularly high-ranking member of the church, such as Shinoh or even Tempani herself.

Deceiving the Armorer requires a DC25 Charisma (Deception) check, as well as a good explanation. The automaton can only do as it has been instructed, so pleas about saving the world or fighting corruption fall on deaf ears. It will attack any creature that attempts to access or take a weapon without being authorised first.

6. WARDING ROOM

Stairs lead down to a small door. It seems to be made of a solid slab of grey stone, carved with runes that shimmer with silvery light.

As you approach there is a noise of grinding stone and the runes spark with light. Slowly, the door swings open, seemingly inviting you in.

The warding room is large and lit by magical torches that provide the feel and warmth of sunlight. Water trickles through a fountain to the rear of the room, and two four-poster beds equipped with thick red curtains lie in the far corners. An oak table is laden with stacked books and notes.

The overall impression of the space is a strange combination of bedroom and shrine. In the very centre of the room is a circle of glowing silver runes, within which sit two young humans. Blonde-haired and pale-skinned, they are clearly twins, one male and one female, and wear dazzlingly white robes.

The boy has his eyes closed and his face is screwed up in concentration, but the girl watches anybody entering the room intently. The twins are both fully enclosed in a spherical *Wall of Force*.

Once the party enters, the girl will greet them. Her name is **Nayla**, and her brother is **Naylo**. They are the temple's wardmasters, and key to keeping it free from outside invaders. Over the conversation she may explain that:

- She and her brother have a natural affinity for abjuration magic. They have an innate ability to set up extremely powerful barriers and wards.
- They have been at the temple for five years. It was their destiny to serve, and they are happy to do so.
- The twins work in shifts in order to keep the wards up at all times. They never leave this room.
- The main purpose of the wards is to stem the corrupting influence of the Far Realms. Preventing teleportation is just a side-effect, albeit a very useful one.
- The twins are somewhat aware of what's been going on in the temple and that Tempani has gone mad. However, they agreed not to drop the wards,

especially as they have been fending off attacks from Mindflayers and other Far Realms entities almost non-stop.

- They have been tied into the wards, body and soul. Nobody else can keep the barriers maintained, and they cannot leave this place.
- Tempani and her followers could not harm or remove the twins, so have been ignoring them.

Nayla is always sedate and calm, even if being threatened. She does not wish to aid Tempani, but at the same time protecting the temple from incursions is their divinely-appointed duty. Her biggest fear is losing her twin brother, and she is aware that dropping the barrier would leave them both exposed to danger.

Persuading Nayla and her brother to drop the anti-teleportation barrier around the temple requires a DC21 Charisma (Persuasion or Intimidation) check. This is made with advantage if the party is accompanied by Liari or another Oghmaite loyalist, but with disadvantage if they are joined by Klath.

Other than their innate link to the barriers, neither of the twins possess any particularly powerful abilities or skills. As such they are treated as **Commoners** (MM p345) in the event that combat breaks out.

7. OBSERVATION DECK

Before you is a wide expanse of grey flagstones, creating a flat deck teeming with angelic beings and robed clerics of every sort. It overlooks a vast, near-spherical cavern hundreds of feet across and carved out of blackened, warped stone.

In the very centre of the cavern is a flickering, constantly shifting crack of sparking purple energy that lends the entire space a sickly pallor. A thick pair of ropes disappear into the crack, connecting it to a heavy wooden frame mounted on the deck.

Hanging from the ropes, just beyond the frame, is a wooden platform maybe 20 ft. wide and twice as long. A stream of figures seem to be loading it up with small boxes or crates, causing it to sway rhythmically as they drop their cargo and head off.

Further back on the decking a group of Clerics work to pack the boxes, though from here you can't quite tell what

with. On the plus side, they all seem far too busy to have noticed you yet.

A quick glance about the deck will allow the party to estimate that there are around 50 enemies working there, including a dozen or so angels. A more thorough scouting of the situation - and a DC 15 Wisdom (Perception) or Intelligence (Investigation) check - will give them more of a precise breakdown.

There are 25 **Acolytes** (MM p342), 15 **Priests** (MM p348) and 12 **Corrupted Deva** on the deck. They are packing boxes filled with tomes and scrolls onto the wooden gondola.

The decking is somewhat higher up than the crack so the rope is on a downward slope, and the frame has a large handle mechanism that seems to be how the angels move it up and down the line. When the adventurers arrive it is locked in place with a heavy wooden wedge. If this is removed - such as by Telekinesis or a powerful blow - the gondola will begin to drift downwards towards the crack.

As strong as they are, it should be obvious to the party that they cannot take on the entire force in a straight-up fight, so reaching the portal will require some thought.

At this point, give the players room to develop their own plan. Liari and Klath may be willing to cause diversions, and if the party deactivated the wards Mindflayers are likely to launch an attack while the warping effect of the portal itself begins to take hold.

If combat breaks out, don't try and include every single creature on the decking. Instead, only roll initiative for the closest enemies and keep the pace up - for example you can assume that Acolytes can be taken down in a single blow, so don't bother recording their hit points. The party's aim shouldn't be to defeat every enemy out there, but rather to get to the portal.

Should the adventurers try and take the gondola they will be attacked by flying Deva, while others try and cut the thick ropes holding it in place.

No matter how they do it, once the adventurers get within a few feet of the portal they will feel a powerful tug that sucks them through. Everything goes black.

PART THREE : TIME'S FAR SHORES

DARK SANDS

The party wakes up on a beach - or at least something that appears to be a beach. The sand beneath them is coal-black, and rather than water waves of thick grey mist crash upon the beach, with wisps boiling off into the air and forming drifting banks of fog.

Strange, alien keenings and wails ring out from the depths and strange, vast shadows seem to be moving, half-seen just beneath the surface.

Far above them the ruined spires of an ancient city peek from the clouds, though whether they're dangling

from the underside of some floating landmass or the laws of gravity simply don't apply here is uncertain.

The only structure within sight - and not floating through the sky - is a tall, dark tower that twists its way through the sky without care for orientation or reason. Doors open onto vertical drops, walls spiral in on themselves and features flow as though they've melted in a hot sun.

The structure is roughly 100 ft. across and some 500 ft. tall. There are numerous small towers surrounding it, some of which seem to float in the air with bases consumed by mist.

As the party gather their bearings, a cloud of torn papers will drift down from the central tower, seemingly coming from a large open area towards the top that glows with a flickering blue light. Catching them before they disappear into the mist requires a DC10 Dexterity check.

The scraps are badly torn, but can be reassembled with a successful DC18 Intelligence (Investigation) check or a spell such as Mending. If put back together, the party can tell that the papers contain scrawlings in Celestial (see Fractured Writings boxout),

The chamber that the paper came from, and that is glowing, is the Ritual Chamber, where Tempani is working on her massive magical project to 'save the world'. This can easily be reached by flying characters, or by characters able to make a DC20 Strength (Athletics) check to climb the wall.

If the party can't or don't want to head straight up, a large arched door a few hundred feet away leads to the interior of the tower.

THE BLACK TOWER

The interior of the Black Tower is a mind-shattering mess of impossible geometry and twisted gravity. The dimensions seem to twist and buckle before the adventurers' eyes, with staircases turning in space so that they appear to lead to doors turned sideways.

The only part that seems to really make sense is the central spiral staircase, which climbs all the way

FRACTURED WRITINGS

The notes are scrawled in Celestial and only fragments of them survive. Pick which ones are retrieved by the players, or determine them randomly.

- 1. ...realms is flowing like a river wearing down a mountain. Given enough time, it's domin...*
- 2. ...no point in resisting in current frame of reference. Need to step ou...*
- 3. ...problem is time. Given enough, all is doomed. So only thi...*
- 4. ...cannot work within our reality. But maybe within anothe....*
- 5. ...over needed would be immense. Only source would be one of the Elder on...*
- 6. ...an I capture one? With help perhaps. It is the only wa...*



up the tower. Dozens of wooden doorways lead off the stairs, even as it twists and spirals in a way that would clearly take it upside down or running along perpendicular to the wall.

All around the tower are dozens of white-robed priests and angels. To a man, they sit huddled against walls or study their hands or feet intensely. It's clear that something dreadful has happened to their minds, and they cannot put up and threat to the adventurers.

Interrogating any of the residents is difficult, and they only mumble about spirals, eyes and oozing troughs of broken time. However, a DC15 Intelligence (Arcana) or Wisdom (Medicine) check will allow adventurers to guess that a Greater Restoration spell or something with similar effects may temporarily rescue them from their madness.

If they do so, the priest or angel will become momentarily lucid and is more than happy to answer questions, albeit in a confused fashion. They know:

- Tempani is at the very top of the tower. She is in the process of carrying out a long ritual.
- She is convinced that, given enough time, the Far Realms will inevitably dominate all other planes of existence. The only way to prevent this is to take away that time.
- The spell needed to be cast in the Far Realms, and needed an incredible source of power - Tempani decided to use a captured Elder Being.
- They have been hoarding all of the world's knowledge, so at least some part of it shall survive the time stop.

They do not know any more of the angel's plans, and will soon return to a catatonic state.

All the rooms in the tower are filled with unsorted scrolls and books of all kinds.

Tempani's Ritual Chamber awaits at the very top of the building.

RITUAL CHAMBER

The ritual chamber is a vast room with black tiles on the floor and a peaked, triangular ceiling that stretches up from 50 ft. high and is supported by a dozen thick pillars. The room is lit by braziers than hang from the rafters and burn with a flickering purple light.

It's open to the air at both ends, one of which looks out on the sea of mist far below. The other opens onto a surprisingly normal blue sky, complete with white clouds and the faint warmth of the sun. This is a portal back to the material plane.

In the very centre of the room are several strange things. The first of these is Tempani herself. The fallen Solar is incredibly tall with a body that radiates power and strength. Ragged white wings grow from her shoulders and she wears a torn robe trimmed with gold and purple. She chants at the centre of a circle etched with hundreds of complex runes that flicker with ethereal light.

Above her, suspended from the ceiling by thick chains, is an aberration of terrifying proportions.

The creature is maybe 50 ft. tall and superficially resembles a giant humanoid, though one that has had its flesh melted and warped. Instead of legs it has a mass of tentacles, no two of which are the same, and its arms end in long, delicate fingers with three or four joints each and bare red flesh where nails should be.

Its head is egg-shaped with snake-like slit of a nose that sits above a lipless black hole of a mouth. Two huge eyes stare out from the head, but they are angled vertically and their inky pupils swivel independently.

The chains look to be made of black iron as thick as a man's forearm, and each link it etched with glowing runes. A character examining the chains and able to make a DC15 Intelligence (Arcana) check will realise that they are based on *Dimensional Shackles*, and prevent the creature from moving by either conventional or magical means.

Across the centre of the creature's chest, where all the chains meet, is a large lock. Releasing the chains requires an iron key being held by Tempani, or a DC30 Strength check (if a creature attempts this check and fails, they cannot try again for 30 days).

INTERVIEW WITH AN ANGEL, PART TWO

If Tempani becomes aware of the adventurers she will turn to confront them, though she always remains calm and supremely confident.

TEMPANI, CORRUPTED SOLAR

Large celestial, lawful evil

Armor Class 21 (natural armor)

Hit Points 243 (18d10 + 144)

Speed 30 ft., Fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	22 (+6)	26 (+8)	28 (+9)	24 (+7)	30 (+10)

Saving Throws Int +16, Wis +14, Cha +17

Skills Perception +14

Damage Resistances psychic, bludgeoning, piercing and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened,

Senses truesight 120 ft., passive Perception 24

Languages all, telepathy 120 ft.

Challenge 20 (25,000 xp)

Corrupted Weapons. Tempani's weapon attacks are magical. When she hits with any weapon, the weapon deals an extra 8d8 psychic damage (included in the attack).

Warped Awareness. If Tempani looks a creature in the eyes, she knows its greatest fear.

Innate Spellcasting. Tempani's spellcasting ability is Charisma (spell save DC 25). She can innately cast the following spells, requiring only verbal components:

At will: Invisibility

3/day each: Tasha's Hideous Laughter, Evard's Black Tentacles.

1/day: Eyebite.

Magic Resistance. Tempani has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. Tempani makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 22 (4d6 + 8) slashing damage, plus 27 (6d8) psychic damage.

Word of Truth. Tempani whispers a horrible truth of the Far Realms into the mind of one creature within 30 ft. The target must make a DC 25 Charisma save or take 27 (6d8) psychic damage. If they fail this check by 10 or more they are dominated by Tempani until the end of their next turn.

Merge (only available when below half hit points). Tempani reaches out to an Elder Being within 5ft. and merges with it, transforming into the Divine Horror.

LEGENDARY ACTIONS

Tempani can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Tempani regains spent legendary actions at the start of her turn.

Teleport. Tempani magically teleports, along with any equipment she is wearing or carrying, up to 120 feet to an unoccupied space she can see.

Maddening Burst (Costs 2 Actions). Tempani emits a burst of psychic energy. Each creature of her choice in a 10 ft. radius must make a DC 23 Dexterity saving throw, taking 14 (4d6) psychic damage plus 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one.

Her face is beautiful, but her eyes of solid white are shot with veins of glittering purple and ringed with black.

The angel will tell the party that she can feel the hum of chronomancy on them, and assumes they were sent by Ahmzael. She does not particularly wish to fight them, but this is because she has more important things she wants to do rather than because she is worried about losing.

Over the course of a conversation she may explain that:

- She spent a long time travelling the Far Realms - or possibly only a few days, it's hard to tell. What she saw convinced her that their growth is inevitable.
- The only thing needed to bring about this apocalypse is time. So she is doing what she can to remove it from the equation, like snuffing out a fire by denying it oxygen.

ELDER BEING

Huge aberration, chaotic evil

Armor Class 18 (natural armor)

Hit Points 330 (20d12 + 200)

Speed 60 ft.,

STR	DEX	CON	INT	WIS	CHA
30 (+10)	8 (-1)	30 (+10)	30 (+10)	18 (+4)	13 (+1)

Saving Throws Con +17 Int +17

Damage Resistances psychic, bludgeoning, piercing and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened,

Senses truesight 120 ft., passive Perception 14

Languages -

Challenge 20 (25,000 xp)

Impossible Flesh. The Elder Being's body does not obey conventional laws of biology or geometry. When a creature hits the Elder Being with an attack it must roll a d20. On a result of less than ten, the attack misses.

Twisted Hands. The Elder Being's weapons are magical. When it hits with any weapon, the weapon deals an extra 8d8 psychic damage (included in the attack).

Warping Aura. All creatures that come within 20 ft. of the Elder Being, or who start their turn within 20 ft., must roll on the following chart:

1. **The creature becomes highly magnetised.** For each non-secured source of metal within 30 ft. (creatures count as singly sources, no matter how many items they are carrying) they are subjected to a ranged attack made with a +10 to hit, causing 6 (1d6 + 3) bludgeoning damage on a hit. Creatures holding metal items may attempt to hold onto them by making a DC 18 Strength saving throw.

2. **The ground around the creature momentarily liquefies.** If the creature is standing on solid ground they must succeed on a DC 18 Dexterity saving throw or be restrained. As an action, they or another creatures within 5 ft. can attempt to free them, requiring a DC 18 Strength (Athletics) check.
3. **Gravity reverses for the creature.** They begin to fall upwards at a rate of 60 ft. per turn. This lasts until the beginning of their next turn.
4. **The creature is caught in a brief time loop.** They must attempt to repeat the actions of their previous turn. This does not consume any extra resources (spell slots, items, etc.).
5. **The creature skips forward in time.** They disappear from play and reappear at the start of their next turn.
6. **An alien presence filters into their mind.** They must make a DC 18 Charisma saving throw or be stunned until the start of their next turn. On as success, however, they gain a portion of it's intellect, increasing their Intelligence to 30 for one minute.

Magic Resistance. The Elder Being has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The Elder Being makes one smash attack and one dread gaze attack.

Smash. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 24 (4d6 + 10) bludgeoning damage, plus 36 (8d8) psychic damage.

Dread Gaze. The Elder Being turns its gaze upon one creature that can see it. The target must make a DC 25 Charisma saving throw or suffer the effects of the *Confusion* spell.

● There is no way to stop time in the Far Realms, but she believes there is a way to stop it in all the other planes.

● The fundamental laws of Chronomancy prevent her from casting such a spell. However, those rules don't apply in the chaotic maelstrom of the Far Realms.



DIVINE HORROR

Huge aberration, chaotic evil

Armor Class 18 (natural armor)

Hit Points 330 (20d12 + 200)

Speed 60 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	12 (+1)	30 (+10)	30 (+10)	24 (+7)	16 (+3)

Saving Throws Con +17 Int +17, Wis +14

Skills Perception +14

Damage Resistances psychic, bludgeoning, piercing and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened,

Senses truesight 120 ft., passive Perception 24

Languages all, telepathy 120 ft.

Challenge 23 (50,000 xp)

Corrupted Soul. The Divine Horror's weapon attacks are magical. When it hits with any weapon, the weapon deals an extra 8d8 psychic damage (included in the attack).

Warping Aura. All creatures that come within 20 ft. of the Divine Horror, or who start their turn within 20 ft., must roll on the following chart:

1. **The creature becomes highly magnetised.** For each non-secured source of metal within 30 ft. (creatures count as single sources, no matter how many items they are carrying) they are subjected to a ranged attack made with a +10 to hit, causing 6 (1d6 + 3) bludgeoning damage on a hit. Creatures holding metal items may attempt to hold onto them by making a DC 18 Strength saving throw.
2. **The ground around the creature momentarily liquefies.** If the creature is standing on solid ground they must succeed on a DC 18 Dexterity saving throw or be restrained. As an action, they or another creatures within 5 ft. can attempt to free them, requiring a DC 18 Strength (Athletics) check.
3. **Gravity reverses for the creature.** They begin to fall upwards at a rate of 60 ft. per turn. This lasts until the beginning of their next turn.

4. **The creature is caught in a brief time loop.**

They must attempt to repeat the actions of their previous turn. This does not consume any extra resources (spell slots, items, etc.).

5. **The creature skips forward in time.** They disappear from play and reappear at the start of their next turn.

6. **An alien presence filters into their mind.** They must make a DC18 Charisma saving throw or be dominated by the Divine Horror until the start of their next turn. On as success, however, they gain a portion of it's intellect, increasing their Intelligence to 30 for one minute.

Legendary Resistance (3/day). If the Divine Horror fails a saving throw, it can choose to succeed instead.

Magic Resistance. The Divine Horror has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The Divine Horror makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 24 (4d6 + 10) bludgeoning damage, plus 36 (8d8) psychic damage.

Mind Rend The Divine Horror tears into the mind of all creatures within 30 ft. The target must make a DC 25 Charisma save or take 36 (8d8) psychic damage and gain one level of exhaustion.

LEGENDARY ACTIONS

The Divine Horror can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Divine Horror regains spent legendary actions at the start of its turn.

Dread Gaze. The Divine Horror turns its gaze upon one creature that can see it. The target must make a DC 25 Charisma saving throw or suffer the effects of the *Confusion* spell.

Time Jump. The Divine Horror teleports to any location it occupied during its previous turn.

Writhing Charge. The Divine Horror moves up to its speed and makes a greatsword attack with advantage.

- She needed two things to cast the spell - information on Chronomancy and a source of incredible power. The former of these she obtained from Ahmzael, the second lies chained above them.

- The creature is an Elder Being, one of the warped demigods of this twisted realm. It's the weakest one she has encountered, but it was still strong enough to destroy many of her Angels and reduce others to madness.

- Her ritual will harness the Elder Being's powers and use them to cast the most powerful Chronomancy spell possible. She is on the verge of completing her ritual, but was waiting for more shipments of information salvaged from the real world to arrive. With the appearance of the adventurers, she surmises that it probably isn't worth waiting any more.

- If the adventurers are willing, she will let them stay in this realm for as long as they wish, though she warns it tends to do rather unfortunate things to mortal minds. Even immortal ones don't fare much better.

- The window at the far end of the room is a stable portal to the material realm. They are free to return if they wish, though they will only have a few minutes before time stops.

Tempani will only attack if the adventurers initiate hostilities themselves, or if they attempt to interfere with her ritual casting. This includes attempting to free or kill the Elder Being.

SHOWDOWN

If the party start a battle with Tempani she will counterattack fiercely, using the Elder Being's Corrupting Aura and Eye of the Void abilities to split the adventurers up and lure them into traps.

Stealing the key to the Elder Being's chains from her requires an adventurer to successfully land an attack and then succeed on a DC 20 Dexterity (Sleight of Hand) check.

Should they reduce her below half hit points or start making attempts to free the Elder Being, Tempani will reveal that Ahmzael lied to them - by omission if not directly.

The universe abhors potential paradoxes and is very good at correcting for them, which it does by erasing everything involved with Chronomancy. Ahmzael will be destroyed, but they will suffer an even worse fate. They will probably be erased from time completely. Their deeds will have never happened, their descendents will wink out of existence, their friends will forget them forever and the songs the Bards wrote about them will fade away.

Do they really want to continue to fight for a world that will forget them, she asks. Or would they rather exist forever, unchanging but still there?

Should they continue to fight, an increasingly desperate Tempani will free the Elder Being and thrust her hands into the creature's chest. As she does so it begins to absorb her into its flash

ABERRANT CONCLUSIONS

If Tempani is able to merge with the Elder Being and become the Divine Horror she will attempt to destroy the party once and for all before her mind is consumed by that of the Elder Being.

Should it become obvious that the adventurers are going to win, the Divine Horror will attempt to escape into the material plane using the open portal at the far end of the room. This could lead to a thrilling chase scene as the party follow her, or could potentially end the game as they let her go.

The conclusion to the adventure is hard to predict, as depending on the group's choices things can vary significantly. The party may be defeated and feel the world grind to a halt as they bleed on the tiles, or they may even take Tempani up on her offer and choose to be frozen in time but still alive.

If the adventurers defeat Tempani, or at least stop her from finishing the ritual, they get to enjoy a few moments looking out over the material plane from the portal. The ocean stretches out before them, and in the distance is the indistinct shores of a continent.

Soon they will feel the strength drain from their body, and everything will fade. Though they may be disappearing forever, they at least know that the world has been saved.

For now.

APPENDIX

NAMED NPCs

- **Ahmzael:** Devout Angel serving Oghma. Friend of Tempani's. Summons adventurers at cost of his own life.
- **Tempani:** One of the most powerful Angels in existence. Led the fight against Far Realms incursions for millennia, but recently turned rogue.
- **Balana, Baneri and Belanino:** Young Bronze Dragons. The children of the Great Lantura, sworn to pay off their mother's debt to Tempani.
- **Shinoh:** Elven Cleric. Tempani's most powerful mortal servant, charged with overseeing the Hidden Temple.
- **Liari:** Angel serving Oghma. One of the few loyalists left alive in the Hidden Temple, she protected herself from Tempani with a *Magic Circle* after her friends were slain.
- **Klath:** Mindflayer Arcanist. Though an outcast from his colony for his arcane powers, he was drafted in to help the Mindflayers attack the Hidden Temple and foil Tempani's plans.
- **The Armorer:** An Iron Golem serving as the Hidden Temple's blacksmith and quartermaster.
- **Nayla and Naylo:** Human twins born with an incredible gift for casting wards. They protect the Hidden Temple from attack, though they do not serve Tempani.

CHARACTER CREATION GUIDELINES

Rolling up a level 20 character can be tricky for even the most experienced player, and this gets even more complicated when you want to drop them into a party right away.

If players want to go for a wild Paladin/Warlock multiclass, by all means allow it, but when we put together the pre-generated characters (available for download at winghornpress.com), we found things went most smoothly when we kept it simple.

For this reason, we would suggest asking players to build characters within the following limits:

- Stick to the 'Player's Handbook + 1 other source' rule, to avoid lugging round a stack of books.
- Each player can pick one magic item from the *Dungeon Masters' Guide*, subject to DM veto (probably best to avoid a rogue *Deck of Many Things*).
- Official, published sources only. No *Unearthed Arcana*, no homebrew.
- Unless you have a very good reason, avoid Chaotic/Neutral Evil characters. For ease-of-use, the adventure is designed around good-leaning parties.
- Pick something fun! This is a chance to play with characters capable of great things, so take advantage of it.

Note these are all **guidelines**, so feel free to ignore them if you think it'll help you and your group to have a good game.

SCALING

The adventure is designed for conventional party sizes, and should prove suitable for 4-6 players. If the party is bigger or smaller than this, however, the DM may need to make modifications.

The exact changes needed will depend on both the party composition and the players' own experience. However, the DM should start from the suggestions listed below if the party's numbers of skill level is too far from this..

Encounter	Suggestions
Black Lake Dragons	Add/remove 1 Young Bronze Dragon
Chapel Confrontation	Add/remove 1 Corrupted Deva
Armorer	No change.
Observation Deck	Add/remove 4 Corrupted Deva
Black Tower Ritual Room	Increase/decrease all monsters' hit points by 25 per cent.



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